

ABSTRACT

In one embodiment, a secure gaming system includes at least one gaming terminal and at least one gaming system server. The terminal(s) and server(s)
5 communicate over a communication network. In one embodiment, a gaming system server is capable of performing an authentication routine of an executable gaming software program, by exchanging messages with a gaming terminal over the communication network. The authentication routine results in a determination of whether a copy of the executable gaming software program stored at the gaming
10 terminal is substantially identical to a copy of the executable gaming software program accessible by the gaming system server.